How to / Trackmania / Mediatracker / Workflow

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Introduction

Now it's time to get familiar with the functional workflow of the mediatracker.
As you will see, the mediatracker works like a simple video creation program.

I admit, the Mediatracker workflow is a bit complicated, but after all, getting familiar with the Mediatracker is a must for every real Trackmania enthusiast ;-)

In addition to this tutorial, I recommened you to read your User Manual (PDF) which came with your Trackmania game.

Quick reference guide

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Version: 2008-08-27 (FINAL)
This is a quick reference guide, giving a short overview of all essential editing and control functions...

Note:
You are free to publish the picture, as long as it keeps completely untouched. If you post it on another website, post a backlink to our website as well.

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Here are 2 short exercises for you to get a quick entry.
Short exercise 1

Click icon to download the "*MEDIATRACKER SHORTEXERCISE1 EMPTY*".
Put it on your "Tracks/Challenges" folder and open it in the track editor (refer: file locations).

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Step 0 - Preperations

(1) Click on the Camera Symbol to enter the Mediatracker menu.

(2) Record a Mediatracker Ghost (= drive the track once and = record actual driving data for the Mediatracker), then end the Ghost recording.

(3) Enter the "In-Game" Mediatracker.

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Step 1 - Set the Trigger for the 1st clip

(1) After entering the Mediatracker, a fresh empty clip will be created automatically.

(2) If a driving car comes into the "trigger" area during gameplay, the clip will be played.

(3) Set this trigger area with your mouse (horizontal axis) and your mouse's scrolling wheel (vertical axis)... set the trigger directly on the start ramp.

(4) Press the trigger button (lower left corner) again to exit the trigger mode...

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Step 2 - Add a text effect track

(1) Press the "New Track" Button. A menu of effects will popup.

(2) Select "TEXT" from the effects menu to add a text effect track to the clip.

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Step 3 - Start keyframe

(1) Click on the start keyframe.

(2) Enter the text value next to the writing, insert "GO GO GO" as text...

Values can only be edited when a keyframe is selected.

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Step 4 - End keyframe

(1) Click on the end keyframe.

(2) Change the ScaleX+Y to 10 and slide the Opacity value to the very left...

Trackmania will automatically create a seamless transition between different values of start/end keyframes.

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Step 5 - Adding a 2nd clip !

(1) Press the "New Clip" Button.

(2) Put the trigger late on the track, as seen on the picture...

Just like the 1st clip has its own trigger, the 2nd clip has of course its own trigger, too.
You can see the little car in the preview window when it enters the trigger area...

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Step 6 - Insert a track for the 2nd clip

(1) Press the "New Track" Button. The effects menu will popup.

(2) Select "CAMERA CUSTOM" from the menu.

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Step 7 - Start keyframe

(1) Click on the start keyframe.

(2) Change the "Block End to 01:00" to shorten the effect track to 1.0 second duration.

Change the "Target" value to "Local player" to take the car into the center of the camera view.

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Step 8 - End keyframe

(1) Click on the end keyframe.

(2) Change the "Target" value to "Local player".

(3) Now use the arrow keys to zoom the camera near to the car.

Trackmania will create a seamless camera movement between start/end keyframe.

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Step 9 - Finished

(1) Click on the upper left "Exit" button to exit the mediatracker...

Finished.

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Click icon to download the "*MEDIATRACKER SHORTEXERCISE1 FINAL*" track to check if you've entered everything correctly...

If you followed this quick step tutorial, you can now testplay your track in the track editor...

You can see both clips beeing played with their effects, as soon as the car enters the trigger area of the particular clip...

That's how the Mediatracker works :-)

Short exercise 2
Use the looping camera tutorial as a second short exercise on how to handle the mediatracker.

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